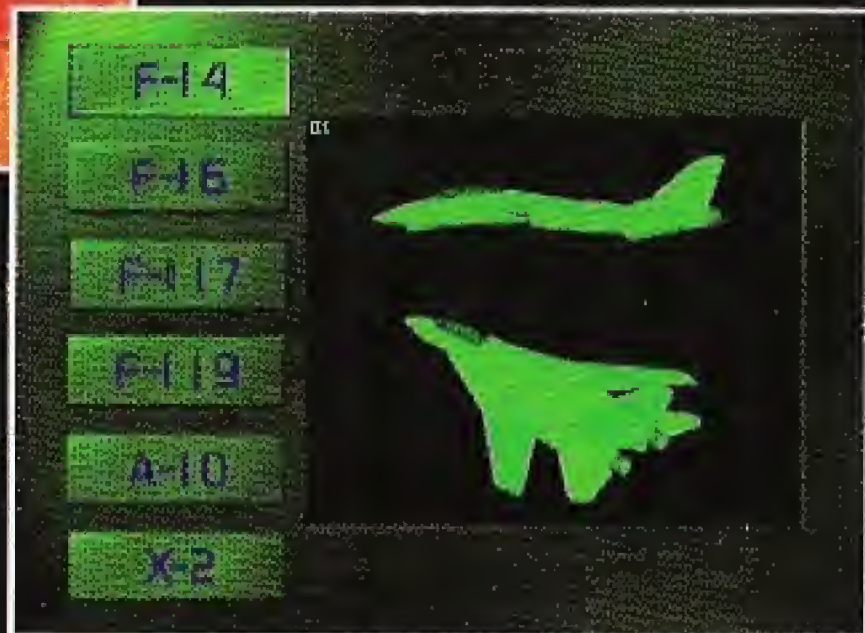
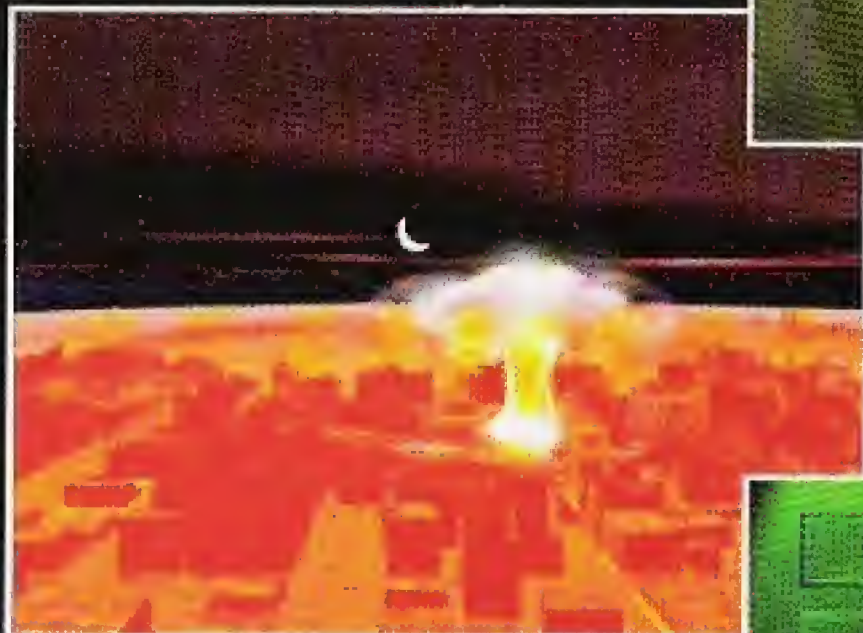


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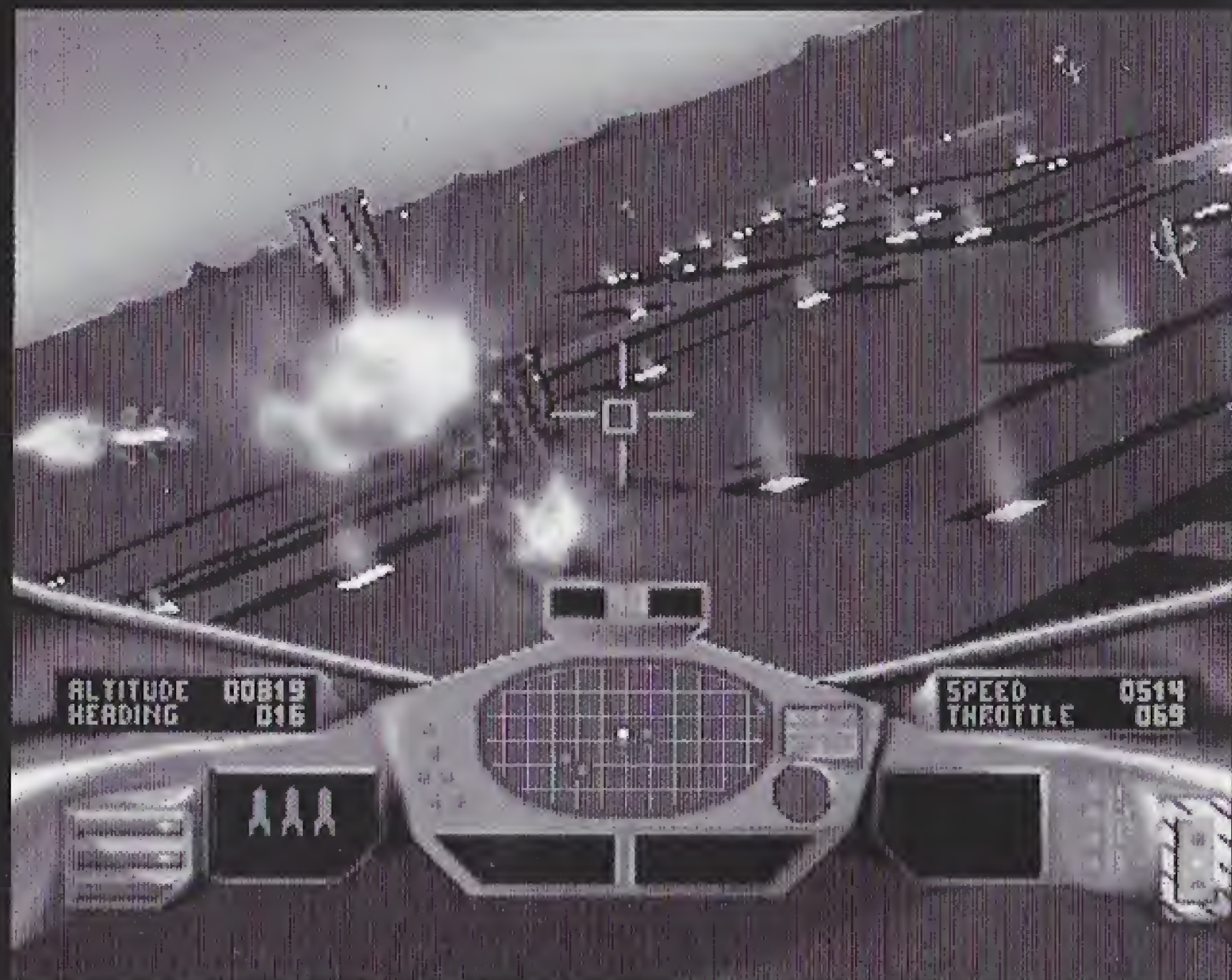
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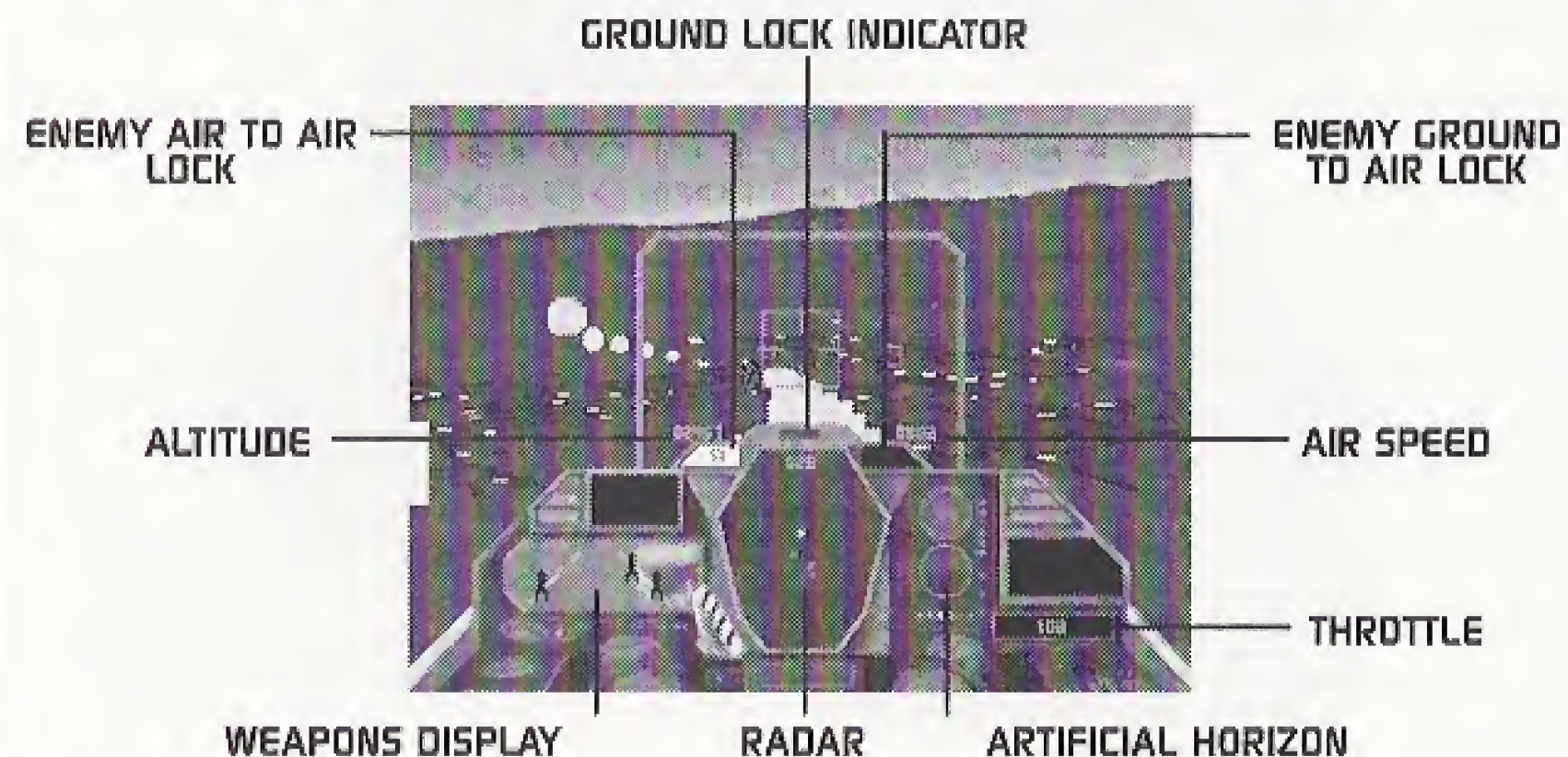


RUNNING VR STALKER:

SECTION ONE: THE COCKPIT

Although the cockpits change in appearance, the functional instruments remain the same. These instruments include the radar, missile count windows (for both air to air and air to ground), artificial horizon, throttle, air speed, altitude, heading, weapons display, enemy missile lock indicator, and the ground lock indicator.

Warning signals vary from a high beeping alarm to a series of indicator lights. First the light will be blank, second a bright yellow when the enemy is tracking your aircraft, third red accompanied by the beeping alarm to indicate a locked and launched missile.



THE COCKPIT (CONTINUED)

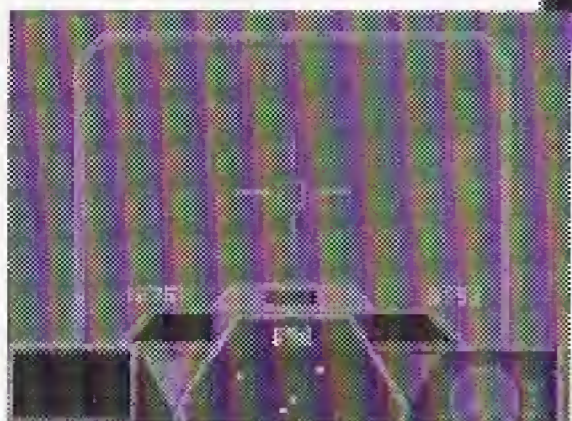
There are three different targeting cross-hair displays found on the heads-up display.



The first is the Canon display.



The second is the air-to-air display.



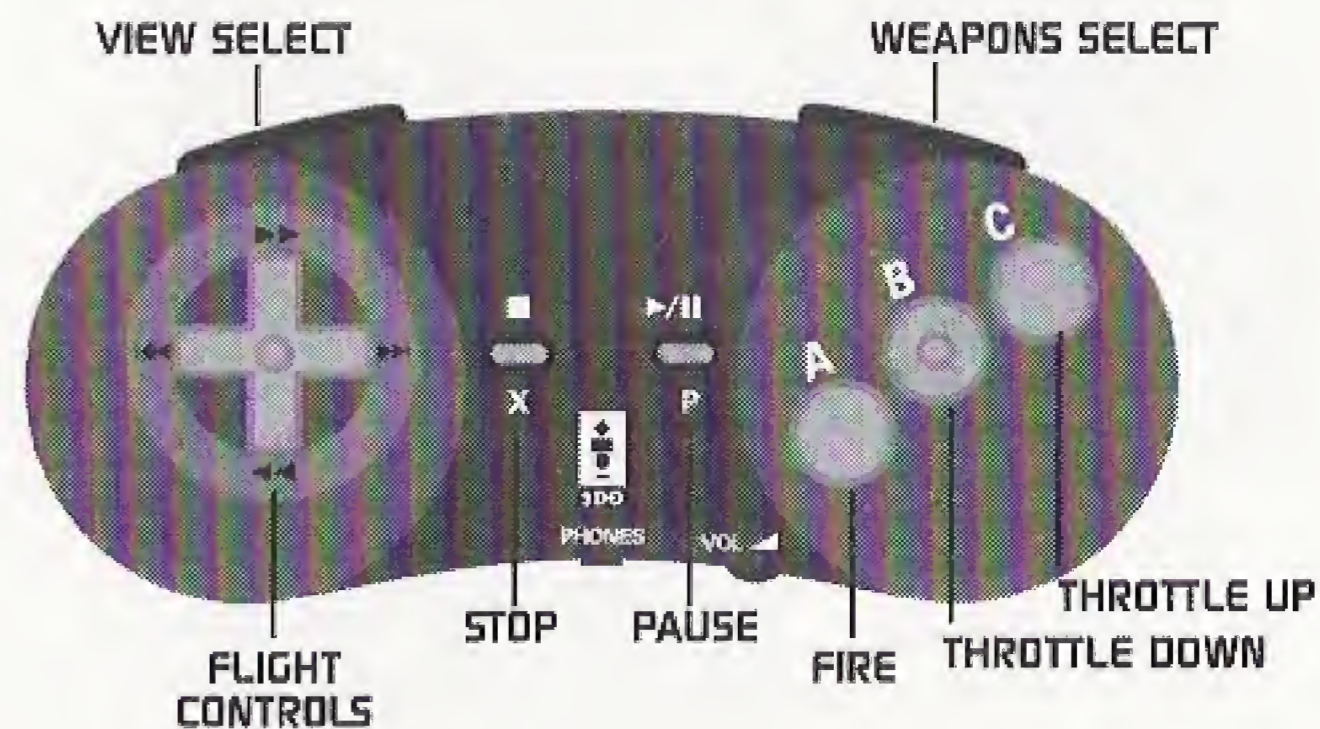
And the third, the air-to-ground display.

RUNNING VR STALKER:

SECTION TWO: USING THE CONTROLS

There are two different control systems on the pad. The differences between the two are with the control shifts and the buttons "B" and "C". The first control system has the left control shift as the view select (selecting your view of your aircraft, cockpit, or chase plane). The right control shift as the weapons select. Button "B" as throttle down, and button "C" as throttle up.

The second control system has the left control shift as the throttle down, the right control shift as the throttle up. Button "B" is weapons select. And button "C" is the view select.



THE CONTROLS (CONTINUED)

Also compatible with:

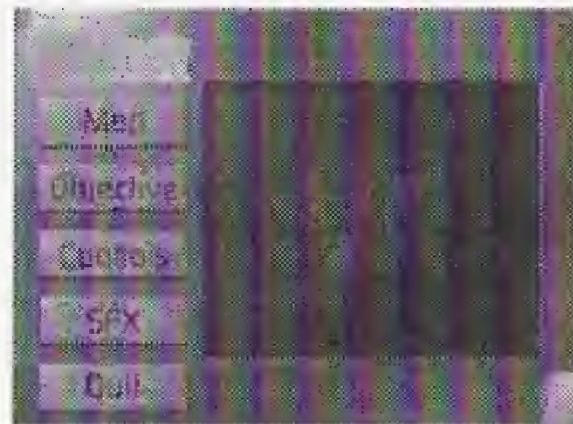
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MENU SCREENS:

Here is an example of VR Stalker's menu screens in action.



This is the Main Pause screen

This is the one example of the options that you may choose from within the Main Pause screen.



RUNNING VR STALKER:

SECTION THREE: THE FIGHTING PHANTOMS

You have six of the fastest, meanest and toughest aircraft to have ever taken flight. The trick is to know your aircraft, their capabilities, and the jobs they're best suited to accomplish.

The aircraft menu screen is easily scrolled through with the down button on your flight control, choosing the aircraft you want with the fire button.



THE F-14 FIGHTER:

Fast, semi-maneuverable with a medium compliment of both air-to-air and air-to-ground missiles: three of each to be exact.

THE FIGHTING PHANTOM'S (CONTINUED)

THE F-16 FIGHTER:

Fast, sleek, and maneuverable. Ideal for playing a nice game of tag. This machine is loaded with five air-to-ground missiles and one air-to-ground missile. Obviously very limited ground assault capabilities.

THE A-10 TANK OF THE SKIES:

Although quite slow as compared to the other available aircraft, the five air-to-ground missiles, heavy armament, and a unique ground locking system make this beast of burden an ideal ground assault machine. Air assault, on the other hand, is limited with just one air-to-air missile.

THE F-117 "STEALTH FIGHTER"

The true "Phantom" of your choice, the F-117 is unperceptible to enemy radar systems. But, not only is the F-117 sneaky, it also is armed with five air-to-air and two air-to-ground missiles.

THE F-119 OR THE "WHALE"

This stealth bomber has limited air-to-air (two); but five air-to-ground missiles can really make some noise when it's needed!

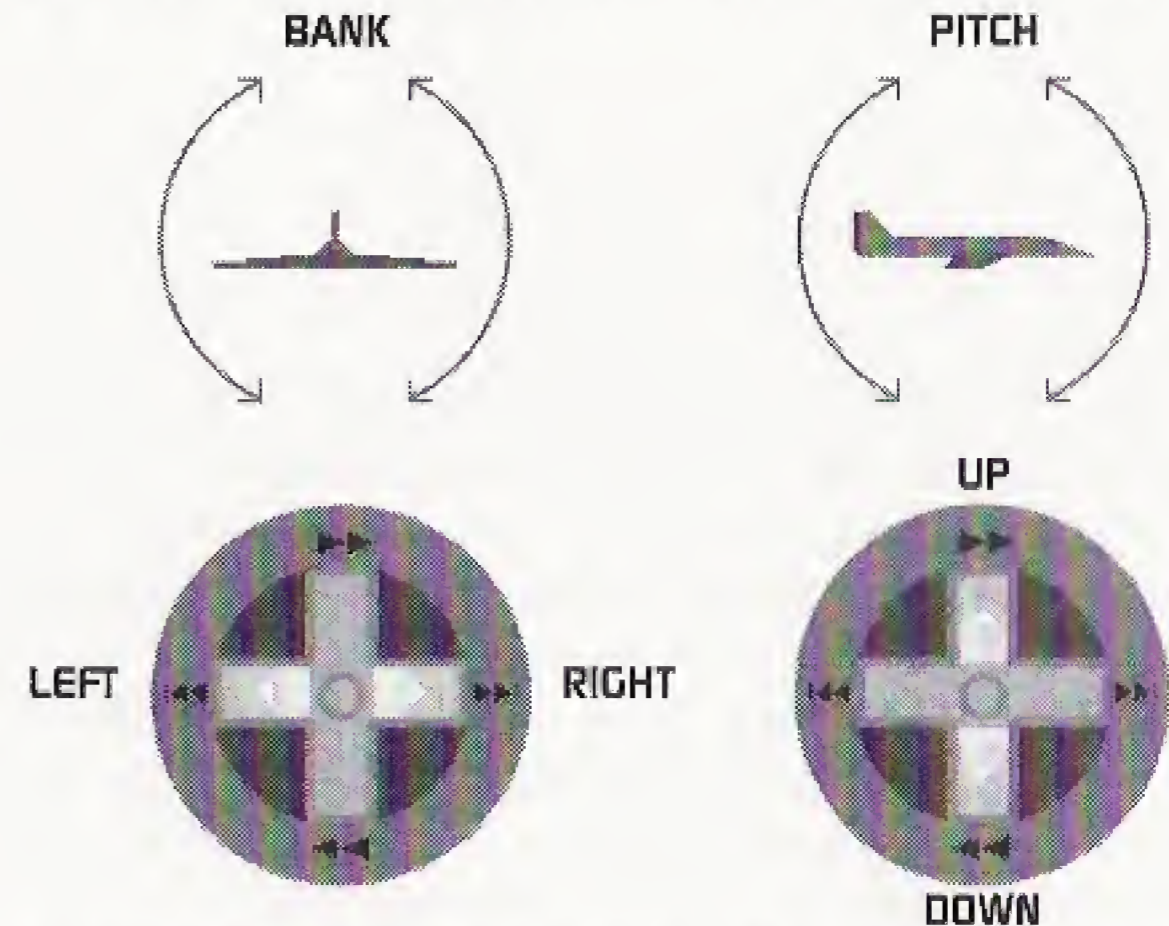
THE X-2 EXPERIMENTAL:

Incredibly fast with turbo-thrust makes it untouchable. But, if that's not enough, five air-to-air ground missiles and guided plasma blasts make this the choice for...well, whatever comes along!

HINTS AND TIPS:

TO PLAY LIKE A PRO:

1. Remember, the basic movement for an aircraft is bank and pitch.



If you need to turn around quickly, bank right or left until the horizon line is vertical in your view, then pitch up hard while hitting the after burners.

2. If you are having trouble finding the enemy aircraft, bank and pitch until the blips on your radar are directly above your position on the radar (the white-constant blip).

HINTS AND TIPS (CONTINUED):

If the blips are blue, then center your cross-hairs on any movement in the skies. Green blips point your attention to the action below you. And if the blips are red, look out, because they're in your same airspace!

3. Your thrust is a valuable asset. But, leave it at the default setting and your enemy will almost have the advantage. When going for air targets, increase your thrust to maximum, this makes it harder for the enemy to get a lock on you or keep it up. When going in for a ground target, decrease thrust to approximately 20%. This gives you more time to get off missiles before passing up the objective.

4. If you pass up a ground target, or are too close to get off a clean shot, pass directly over the target and use your after burners to put some distance between you and the target. This also gives you some altitude, now pitch straight up over head. When the horizon comes back into view, simply bank 180 degrees to level out. Your target should now be directly in front of you and you should have time to fire off that final death strike.

5. In the case of multiple enemy aircraft surrounding you, hit the after burner to put some distance between you and them. Now, pitch straight up over head and bank 180 degrees to level out right in front of the enemy. This maneuver will put you in a position to take 2-4 enemy aircraft easily, but beware, they can lock on you head to head as easily as they can behind you.

HINTS AND TIPS (CONTINUED):

6. If the enemy is flying by in a hard bank, it is unlikely that your missiles will be able to keep up with them, no matter how long you maintain your red lock. The best position is directly behind the enemy. So bank and pitch to follow the aircraft, decrease your speed a little so your missiles will not have to pitch as tightly in pursuit. And remember, three missiles are better than one.

7. If you haven't already thought of it, tip number six works just as effectively for you if the enemy has a solid lock on you, bank and pitch hard with after burners if they lock and fire on you.

8. If there are still enemies in the sky it is probably not wise to go for the ground target: you're an easy target yourself. But, if the situation gets thick, keep in mind the official objective in your briefing!

IT'S ALL UP TO YOU!

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Jeff Hall

VICE-PRESIDENT:
John Savage
PROGRAMMING MANAGER:
Mark Knight
PROGRAMMING STAFF:
Dallan Christensen
De Liu
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4801 Lincoln Road NE
Albuquerque, New Mexico 87109